

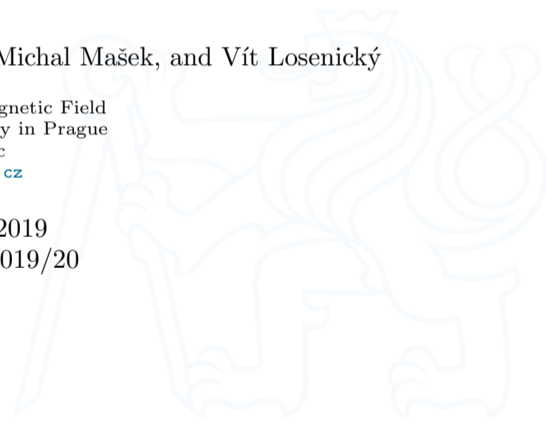
Lecture 1: MATLAB Environment, Basic Math Operators

BE0B17MTB – Matlab

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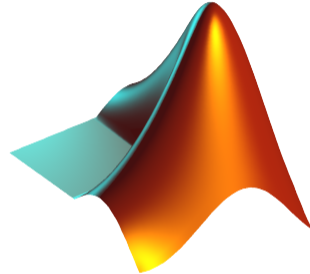
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1. MATLAB Environment
2. Scalars, Vectors, Matrices
3. Basic Math Operations
4. Exercises





The MATLAB Environment

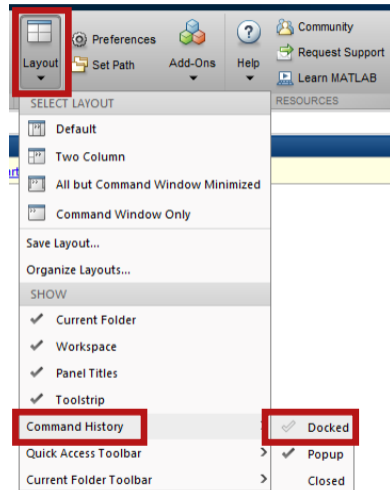
The screenshot shows the MATLAB R2019a interface with the following components highlighted by numbered callouts:

- 1**: Command Window, showing the prompt `>>`.
- 2**: Workspace window, displaying a table with columns for Name, Value, Class, and Bytes.
- 3**: Command History window, showing a list of previously executed commands.
- 4**: File Explorer on the left side of the interface.
- 5**: Details pane at the bottom of the File Explorer.
- 6**: The top toolbar containing various icons for file operations and development tools.
- 7**: The status bar at the bottom of the window.
- 8**: The search bar and user profile information in the top right corner.



The MATLAB Environment – Panels

1. Command Window
2. Workspace
3. Command History – *not activated, to activate* →
4. Current Folder
5. Current Folder – Details
6. Current Working Directory
7. Status (“Busy” when MATLAB is executing your code)
8. Search in documentation





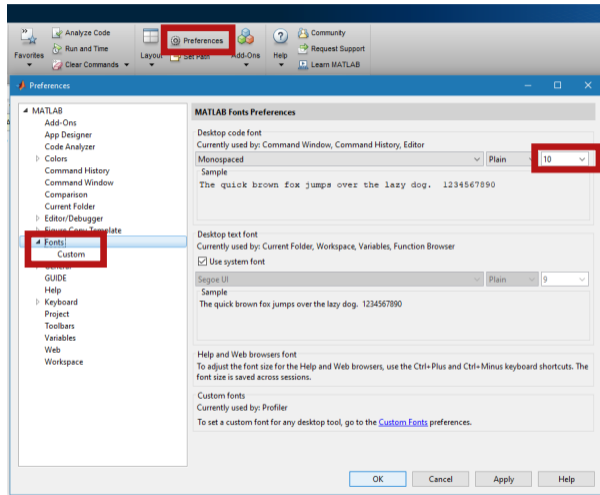
Preferences

- ▶ Command:

```
>> preferences
```

- ▶ Ribbon menu:

- ▶ Change font size.



Documentation



```
>> doc % opens documentation window
```

```
>> help % MATLAB help
```

```
>> demo % tutorials
```



The Help Structure

► Command:

```
>> help sin
```

► Output:

```
sin      Sine of argument in radians.  
        sin(X) is the sine of the elements of X.  
  
        See also asin, sind, sinpi.  
  
        Reference page for sin
```



The Documentation Structure I.

► Command:

```
>> doc sin
```

1. Documentation page
2. Search field
3. Documentation contents
4. Bookmarks of this page

The screenshot shows the MATLAB documentation page for the `sin` function. The page is titled "sin" and includes the following sections:

- Search field:** Located at the top right, labeled with a circled "2".
- Contents:** A sidebar on the left with a "Close" button, labeled with a circled "3". It lists various categories like "MATLAB", "Mathematics", and "Elementary Math".
- Syntax:** Shows the function signature `Y = sin(X)`, labeled with a circled "1".
- Description:** Explains that `sin(X)` returns the sine of the elements of `X`. It includes a list of bullet points:
 - For real values of `x`, `sin(x)` returns real values in the interval $[-1, 1]$.
 - For complex values of `X`, `sin(X)` returns complex values.
- Examples:** Includes a section titled "Plot Sine Function" with a button "Open Live Script". Below it, a code block shows:


```
x = -pi:0.01:pi;
plot(x,sin(x)), grid on
```

 A plot of the sine function is shown below the code, with the x-axis ranging from $-\pi$ to π and the y-axis from 0.4 to 1.0.
- Bookmarks:** A section at the bottom of the sidebar, labeled with a circled "4", containing links like "More About", "Extended Capabilities", and "See Also".



The Documentation Structure II.

- ▶ Check the origin of the function.
 - ▶ Several functions with the same name may exist.
- ▶ Functions types by origin:
 - ▶ MATLAB core functions – most of them build-in, some are available for editing (not recommended!).
 - ▶ Functions from installed toolboxes.
 - ▶ User-created functions.
- ▶ Calling priority for functions will be discussed later.
- ▶ During this course, **always open a function from core installation.**

The screenshot shows a search interface with 'sin' entered in the search bar. Below the search bar, a list of functions is displayed under the heading 'Functions'. Each entry includes the function name, a brief description, and the source toolbox. A search icon is visible in the top right corner of the search bar, and a 'd-Ons' label is partially visible on the right side of the results list.

Function	Description	Source
<code>sin</code>	Sine of argument in radians	MATLAB
<code>sin</code>	Symbolic sine function	Symbolic Math Toolbox
<code>sin</code>	Sine of fixed-point values	Fixed-Point Designer
<code>sind</code>	Sine of argument in degrees	MATLAB
<code>sinh</code>	Hyperbolic sine of argument in radians	MATLAB

» 136 more



Workspace Browser

- ▶ List of variables.
- ▶ Deleting/modification of existing variables.
- ▶ Saving/loading.
- ▶ Values, Class and Memory information.
- ▶ Other information can be added: size, min, max, ...
- ▶ All information can be obtained using MATLAB functions that we learn later, *e.g.*, min, max, max, length.
- ▶ Fast data plotting option (in ribbon).

The screenshot shows the MATLAB Workspace Browser window at the top, listing variables and their properties. Variable 'A' is highlighted with a red box. A red arrow points from this box to the Variable Editor window below, which displays the value of variable 'A' as a 2x2 double matrix:

	1	2	3	4	5	6
1	-1	1				
2	1	-2				
3						
4						
5						



MATLAB Commands

▶ Matlab is **cAsE sEnSiTiVe!**

- ▶ Almost entirely, with certain exceptions (properties of graphics objects, ...).
- ▶ Pay attention to typos and variable names (see later).
 - ▶ New versions of MATLAB offer certain options.

```
>> AA = [1 1 1]
>> Aa
```

- ▶ Beware of different syntax in Mathematica.
 - ▶ Following syntax is incorrect both in MATLAB and Mathematica:

```
>> Sin(pi/2) % function names start with lower case
>> cos[pi/2] % function input is in parentheses ()
```

- ▶ Will be discussed in the next lectures.



Naming Conventions

- ▶ Names of variables can have max. 63 characters starting with letter (`>> namelengthmax`)
 - ▶ Letters and numbers are allowed, other symbols (colon “:”, hyphen “-” and others) are not.
 - ▶ Underscore is allowed in the variable name “_” (not at the beginning, though!).
- ▶ Lowercase letters in the names of scalars and variables (`a = 17.59;`).
- ▶ Matrix names usually start with a capital letter (`A = [..];`).
- ▶ Iteration variables, variables used in `for` cycles usually named `m`, `n`, `k`, etc.
 - ▶ It is advisable to avoid `i` and `j` (complex unit).
- ▶ Chose the names to correspond to the purpose of the variable.
- ▶ Avoid, if possible, standalone letter “`l`” (to be confused with one “`1`”) and predefined variables in MATLAB environment (see later).
- ▶ Choose names corresponding to the meaning of each particular variable.
- ▶ Avoid using names of existing functions or scripts (overloading can occur).
- ▶ The same conventions are valid for names of functions and scripts.



Variable Names

- ▶ Examples of valid variable names:

```
a, A, b, c, x1, x2, M_12, test1, matrix_A, fx, fX
```

- ▶ Examples of invalid variable names:

```
1var      % starts with a number (not possible in MATLAB)
matrix A  % contains space
coef.a    % possible only if coef is of type 'struct'
Test-1    % algebraic expressing: ans = Test - 1
f(y)      % makes sense when using symbolic expressinos
```

- ▶ Examples of valid numbers in MATLAB,

- ▶ Pay attention to imaginary unit:

```
3, -66, +0.0015, .015, 1.6025e-10, 3i, 3.17e5i, -3.51j
```



Functions who, whos

- ▶ Function `who` lists all variables in MATLAB Workspace.
 - ▶ Wide variety of options.
- ▶ Functions `whos` lists the variable names + dimension, size and data type of the variables or displays content of a file.
 - ▶ Wide variety of options.

```
>> whos('-file', 'matlab.mat');
```

```
>> a = 15; b = true; c = 'test'; d = 1 + 5j;  
>> who  
>> whos  
>> Ws = whos;
```



Workspace – Output Deletion

- ▶ To clean (erase) command window:

```
>> clc
```

- ▶ To clean one (or more) variable(s):

```
>> clear      % whole Workspace is deleted
>> clear XX   % variable XX is deleted
>> clear XX YY % variables XX and YY are deleted
>> clear z*   % everything starting with 'z' is deleted
```

- ▶ clear has a number of other options (graphics, I/O)



Command History Window

- ▶ Command History window stores all commands from the Command Window.
- ▶ Command History is accessible though \uparrow or \downarrow .
- ▶ it is possible to filter out past commands by, *e.g.*:
`>> A = [+ \uparrow .`
- ▶ It is possible to copy-and-paste entire Command History:
`SHIFT / CTRL / CTRL + A \rightarrow CTRL + C.`



Matrices in MATLAB

- ▶ Matrix is a basic data structure in MATLAB.
- ▶ There are following variables types depending on size:
 - ▶ scalar: 1×1
 - ▶ vector: $M \times 1$ or $1 \times N$
 - ▶ matrix: $M \times N$
 - ▶ array (multidimensional matrices):
 $M \times N \times P \times Q \times R \times \dots$
- ▶ Matrices can be complex.
- ▶ It can contains text as well (beware the length).

- ▶ M -by- N matrix:

$$\begin{array}{c}
 a_{i,j} \\
 \downarrow \\
 M \text{ rows} \\
 i \text{ changes}
 \end{array}
 \begin{array}{c}
 \xrightarrow{N \text{ columns}} \\
 j \text{ changes}
 \end{array}
 \begin{bmatrix}
 a_{1,1} & a_{1,2} & a_{1,3} & \dots \\
 a_{2,1} & a_{2,2} & a_{2,3} & \dots \\
 a_{3,1} & a_{3,2} & a_{3,3} & \dots \\
 a_{4,1} & a_{4,2} & a_{4,3} & \dots \\
 \vdots & \vdots & \vdots & \ddots
 \end{bmatrix}$$



Matrix Creation

- ▶ Following techniques are available:
 - ▶ element-by-element entering (suitable for small matrices only),
 - ▶ colon notation “:” to define elements of series,
 - ▶ generation by built-in functions,
 - ▶ generation of matrices in m-files,
 - ▶ import and export from/to external files(.mat, .txt, .xls, ...).



Matrix Construction Element-by-element I.

- ▶ Test following commands to construct matrices by element enumeration.
 - ▶ Suitable for small matrices only.

```
>> a1 = -1
>> a2 = [-1] % brackets are redundant
```

```
>> v1 = [-1 0 1]
>> v2 = [-1; 0; 1]
```

```
>> M1 = [-1 0 1; -2 0 2]
>> M2 = [-1 -2; 0 0 ; 1 2]
>> M3 = [[-1 -2]; [0 0]] % inner brackets are redundant
```

$$a_1 = a_2 = -1$$

$$\mathbf{v}_1 = \begin{bmatrix} -1 & 0 & 1 \end{bmatrix}$$

$$\mathbf{v}_2 = \begin{bmatrix} -1 \\ 0 \\ 1 \end{bmatrix}$$

$$\mathbf{M}_1 = \begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \end{bmatrix}$$

$$\mathbf{M}_2 = \begin{bmatrix} -1 & -2 \\ 0 & 0 \\ 1 & 2 \end{bmatrix}$$

$$\mathbf{M}_3 = \begin{bmatrix} -1 & -2 \\ 0 & 0 \end{bmatrix}$$



Matrix Construction Element-by-element II.

- ▶ Construct following matrices:
 - ▶ Matrix values are defined inside square brackets [],
 - ▶ semicolon “;” separates individual rows of a matrix.

$$\mathbf{A} = \begin{bmatrix} -1 & -1 \\ 1 & -1 \end{bmatrix} \quad \mathbf{B} = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$$





Matrix Construction

- ▶ Semicolon placed at the end of a command suppresses display of the output in Command Window.

```
>> a = 1  
>> b = 5;
```

- ▶ When there is more than one command on the same line, comma is used to separate each of the commands.

```
>> a = 1, b = 5  
>> a = 1; b = 5;
```

- ▶ Note: it is possible to copy and paste code including “>>”
- ▶ Row vs column vector:

```
>> c = [1 0 0]  
>> d = [0; 0; 1]
```



Basic Math Operators I.

- ▶ Operator types:
 - ▶ arithmetics:
 - ▶ matrix,
 - ▶ vector,
 - ▶ relational,
 - ▶ logical and other (to be mentioned later ...).
- ▶ Other operations using MATLAB functions:
 - ▶ complex conjugate,
 - ▶ sum, determinant, square root,
 - ▶ and hundreds of other functions ...

+	addition
-	subtraction
*	multiplication
^	power
'	transpose
\	left matrix division
/	right matrix division
.	dot notation



Operator Precedence in MATLAB

► According to the following table:

- see MATLAB → Language Fundamentals → Operators and Elementary Operations → Arithmetic

1	parentheses	()					
2	transpose, power	'	^
3	unary plus, unary minus, logical negation	+	-	~			
4	multiplication, division	*	.	/	\	./	.\
5	addition, subtraction	+	-				
6	colon operator	:					
7	relation operators	<	>	<=	>=	==	~=
8	logical AND (element-wise)	&					
9	logical OR (element wise)						
10	logical AND (short-circuit)	&&					
11	logical OR (short-circuit)						



Basic Math Operators II.

► Type in following commands:

- Zero can be omitted with a decimal number beginning with zero (not recommended).

```
>> a3 = -2/4  
>> a4 = -0.5  
>> a5 = -.5
```

- What is the difference between a_3 , a_4 and a_5 ?
- Beware the precedence of operators (wee see in the next slides):

```
>> 3*5*6  
>> a1 = 15  
>> a2 = 10;  
>> a2/a3  
>> a2/a3*a4  
>> a2/(a3*a4)
```

- Explain the difference between a_2/a_3*a_4 and $a_2/(a_3/a_4)$.
- Verify the rules of operator precedence from the previous slide.



Lengthy commands in MATLAB

- ▶ It is suitable to structure command blocks for clarity:
 - ▶ next line: SHIFT + ENTER

```
>> A = [1 1 1]; B = [2 2 2]; % SHIFT + ENTER  
C = [2 3 2];
```

- ▶ Three dots notation:
 - ▶ For continuation of the same command on the next line.
 - ▶ Compare results:

```
>> A1 = [ 1 1 ...  
2 3]
```

```
>> A2 = [ 1 1  
2 3]
```



Basic Math Functions I.

- ▶ Math functions in MATLAB are generally divided in three groups:
 - ▶ **Scalar:**
 - ▶ Function operates over individual elements of a matrix,
 - ▶ *e.g.:* `sin`, `sqrt`, `log`, `factorial`.
 - ▶ **Vector:**
 - ▶ Function operates over individual rows/columns of a matrix,
 - ▶ *e.g.:* `sum`, `max`.
 - ▶ **Matrix:**
 - ▶ Function operates over a whole matrix,
 - ▶ *e.g.:* `det`, `trace`.



Basic Math Functions II.

- ▶ Using MATLAB help, calculate the following expression: $a \sin^2(\alpha) + a \cos^2(\alpha) - a$
 - ▶ Use numerical values your own choice.

- ▶ Verify following logarithmic identity: $\log_{10}(a) + \log_{10}(b) - \log_{10}(ab) = 0$

- ▶ Find sum of all elements in individual rows of the following matrix:

$$T = \begin{bmatrix} \frac{1}{2} & \frac{1}{3} & \frac{1}{4} & \frac{1}{5} \\ 0.2 & 0.3 & 0.4 & 0.5 \end{bmatrix}$$





Basic Math Functions III.

- ▶ Assume following vectors $\mathbf{u} = (1, 2, 3)$ and $\mathbf{v} = (3, 2, 1)$.

- ▶ Calculate:

$$\begin{array}{cc} \mathbf{u}\mathbf{v}^T & \mathbf{v}\mathbf{u}^T \\ \mathbf{v}^T\mathbf{u} & \mathbf{u}^T\mathbf{v} \\ \mathbf{u} \cdot \mathbf{v} & \mathbf{u} \times \mathbf{v} \end{array}$$

- ▶ Following functions are needed:
 - ▶ **transpose** (`.'`) of a matrix,
 - ▶ **dot** scalar product,
 - ▶ **cross** product.
- ▶ What is the result of the above mentioned operations?

$$\mathbf{A} = \begin{bmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{bmatrix}$$

$$\mathbf{A}^T = \begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix}$$





Matrix Division in MATLAB

- ▶ Two cases are distinguished:
 - ▶ **left** division (\backslash - `mldivide`),
 - ▶ **right** division (`/` - `mrdivide`).
- ▶ Solution of a linear system of equations:
 - ▶ **A** is an invertible (regular) matrix,
 - ▶ **b** is a row (column) vector.

$$\mathbf{A} \mathbf{x} = \mathbf{b}$$

$$\mathbf{A} \mathbf{x} = \mathbf{b}$$

$$\mathbf{x} = \mathbf{A}^{-1} \mathbf{b}$$

```
>> x = A \ b
```

$$\mathbf{x}^T \mathbf{A} = \mathbf{b}^T$$

$$\mathbf{x}^T \mathbf{A} = \mathbf{b}^T$$

$$\mathbf{x}^T = \mathbf{b}^T \mathbf{A}^{-1}$$

```
>> x = (b.' / A).'
```



Basic Math Functions IV.

- ▶ Find the sum of diagonal elements (trace of a matrix) of the matrix \mathbf{T} with elements coming from normal distribution with mean equal to 10 and standard deviation equal to 4.
- ▶ Find determinant of matrix \mathbf{U} .

$$\mathbf{U} = \begin{bmatrix} 1 & 2 & 3 \\ 0 & 2 & 0 \\ 0 & -2 & -1 \end{bmatrix}$$

- ▶ Solve the linear system of equations:

$$x_1 + 2x_2 + 3x_3 = 6$$

$$\mathbf{Ax} = \mathbf{b}$$

$$4x_1 + 5x_2 + 6x_3 = 15$$

$$\mathbf{x} = \mathbf{A}^{-1}\mathbf{b}$$

$$7x_1 + 8x_2 + x_3 = 16$$

```
>> T = 10 + 4*randn(7, 7);
```

```
>> U = [1 2 3; 0 2 0; ...
0 -2 -1];
```



Predefined Values in MATLAB

- ▶ MATLAB contains several predefined values:
 - ▶ **eps** – precision of single/double numbers (Determines the shortest distance between two single/double numbers).
 - ▶ **ans** – *answer* – most recent answer.
 - ▶ **NaN** – *not a number* (every expression containing NaN is NaN)
 - ▶ NaN can be used advantageously in some cases.
 - ▶ **Inf** – *infinite number* (variable Inf can be used in calculation:))
 - ▶ Pay attention to Inf propagation throughout your code (use allowed operations only).
 - ▶ **i, j** – complex unit.
 - ▶ They are all basically functions (without input parameter).
 - ▶ Check results of the following expressions:

```

>> t1 = 10/0      % t1 = Inf
>> t2 = 0/0      % t2 = NaN
>> t3 = t1*5     % t3 = Inf
>> t4 = t1 + t2  % t4 = NaN
  
```

- ▶ **pi, intmin, intmax, realmin, realmax, ...** (functions)



Format of Command Line Output

- ▶ Up to now we have been using basic setup.
- ▶ MATLAB offers number of other formatting options
 - ▶ Use `format style`.
 - ▶ Output format does not change neither the computation accuracy nor the accuracy of stored results (`eps`, `realmax`, `realmin`, ... still apply).

style	format description
<code>short</code>	fixed 4 decimal points are displayed
<code>long</code>	15 decimal points for double precision, 7 decimal points for single precision
<code>shortE</code>	floating-point format (scientific notation)
<code>longE</code>	-//-
<code>bank</code>	two decimal points only (eur – cents)
<code>rat</code>	MATLAB attempts to display the results as a fraction
<code>compact</code>	suppressed the display of blank lines
and others...	note: omitting <code>style</code> parameter restores default setup



Format of Command Line Output

- ▶ Try following output format settings:
 - ▶ Each format is suitable for different type of problems.

```
>> s = [-5 1/2 1/3 10*pi sqrt(2)];  
>> format long ; s  
>> format rat ; s  
>> format bank ; s  
>> format hex ; s  
>> format + ; s  
>> format ; s
```

- ▶ There exist other formats with slight differences.
 - ▶ Check doc `format`
- ▶ Later, we will learn how to use formatted conversion into strings (commands `sprintf` and `fprintf`).



Complex Numbers I.

- ▶ More entry options in MATLAB.

```
>> C1 = 1 + 1j % preferred
>> C2 = 1 + 5i % preferred
>> C3 = 1 + i
>> C4 = 1 + j5
>> C5 = sqrt(-1)
>> C6 = complex(1, 2)
```

- ▶ Frequently used functions:

<code>real, imag</code>	real and imaginary part of a complex number
<code>conj</code>	complex conjugate
<code>abs</code>	absolute value of a complex number
<code>angle</code>	angle in complex plane [rad]
<code>complex</code>	constructs complex number from real and imaginary components
<code>isreal</code>	checks if the input is a complex number (more on that later)
<code>i, j</code>	complex unit
<code>cplxpair</code>	sort complex numbers into complex conjugate pairs



Complex Numbers II.

- ▶ Create complex number $z = 1 + 1j$ and its complex conjugate $s = z^*$.
- ▶ Switch between Cartesian and polar form (find $|z|$ and φ).

$$z = \operatorname{Re}\{z\} + \operatorname{Im}\{z\} = a + jb$$

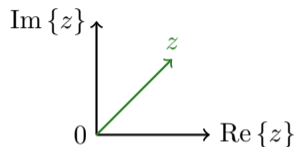
$$z = |z| e^{j\varphi}, |z| = \sqrt{a^2 + b^2}$$

$$z = |z| (\cos \varphi + j \sin \varphi)$$

- ▶ Verify Moivre's theorem:

$$z^n = (|z| e^{j\varphi})^n$$

$$z^n = |z|^n (\cos(n\varphi) + j \sin(n\varphi))$$



Exercises

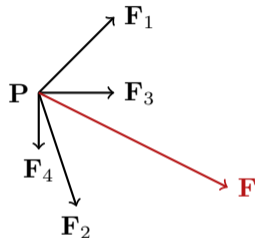


Exercise I.

- ▶ Following forces were localized at point \mathbf{P} in xy plane:

$$\begin{aligned} \mathbf{F}_1 &= [2, 2] & \mathbf{F}_3 &= [2, 0] \\ \mathbf{F}_2 &= [1, -3] & \mathbf{F}_4 &= [2, -1.5] \end{aligned}$$

- ▶ What is the direction of the resultant force \mathbf{F} ?
- ▶ Normalize the resulting vector.



$$\mathbf{n}_F = \frac{\mathbf{F}}{|\mathbf{F}|} = \frac{\mathbf{F}}{\sqrt{F_x^2 + F_y^2 + F_z^2}}$$



Exercise II.

- ▶ Type-in following commands:

```
>> clear, clc;
>> w1 = [1 2 3 4]
>> w2 = [-2 -3 -4]
>> w3 = [-2; -3; -4]
>> w4 = w1^2, w5 = w2 - w1
```

- ▶ Compare differences.
 - ▶ What is the cause of error in calculation of $w4$ and $w5$?
- ▶ Try also:

```
>> w3*3, w1 - 3
>> w1 + [5 5 5 5]
>> w6 = 5*w1 - [3 5 6] - w2
```

- ▶ Calculate the norm (magnitude) of vector $w1$.
 - ▶ Try more options.
- ▶ How to modify the calculation in the case of a complex vector?



Exercise III.

- ▶ Calculate roots of the quadratic function:

$$-2x^2 - 5x = 3.$$

- ▶ First, rearrange the terms of the function.

$$2x^2 + 5x + 3 = 0 \Rightarrow a = 2, b = 5, c = 3$$

$$x_{1,2} = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a} = \frac{-5 \pm \sqrt{25 - 24}}{4}$$

$$x_1 = -1, x_2 = -\frac{3}{2}$$

- ▶ MATLAB provides particular function for calculation of roots a function, try to search it out.



Exercise IV.

- ▶ Think over how many ways there are to calculate the length of hypotenuse when two legs of a triangle are given.
 - ▶ Make use of various MATLAB operators and functions.
 - ▶ Consider also the case where the legs are complex numbers.



Exercise V.

- ▶ Create an arbitrary vector \mathbf{v} and rotate it around arbitrary angle α in xz plane using rotation matrix \mathbf{R} .

$$\mathbf{v}' = \mathbf{R}\mathbf{v}$$
$$\mathbf{R} = \begin{bmatrix} \cos \alpha & 0 & -\sin \alpha \\ 0 & 1 & 0 \\ \sin \alpha & 0 & \cos \alpha \end{bmatrix}$$





Exercise V.

- ▶ Use the following code and round the resulting number to:

```
>> r = 1 + 10*rand(1)
```

- ▶ nearest integer,
 - ▶ nearest integer greater than r ,
 - ▶ nearest integer lower than r ,
 - ▶ zero,
 - ▶ zero with precision of 2 decimal digits.
- ▶ Find remainder after r is divided by 0.1.
 - ▶ *modulus* vs. *remainder after division*



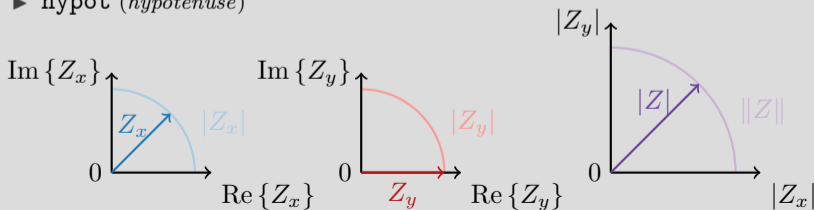
Exercise VI.

- ▶ Find out the magnitude of a complex vector (avoid indexing).
 - ▶ Use `abs` and `sqrt`.

$$\mathbf{Z} = [1 + 1j \quad \sqrt{2}]$$

$$\|\mathbf{Z}\| = ?, \quad \mathbf{Z} \in \mathbb{C}^2$$

- ▶ Alternatively, use following functions:
 - ▶ `norm`
 - ▶ `dot` (*dot product*)
 - ▶ `hypot` (*hypotenuse*)



Questions?

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